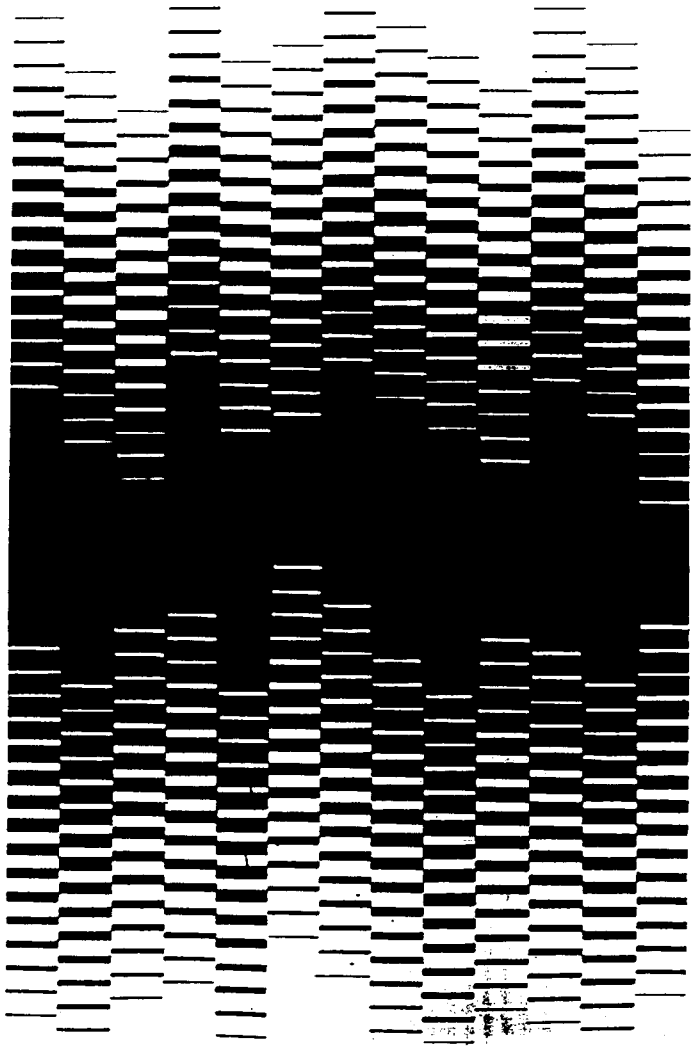
KAWAI

Digital Electronic Organs

SR2

Owner's Manual



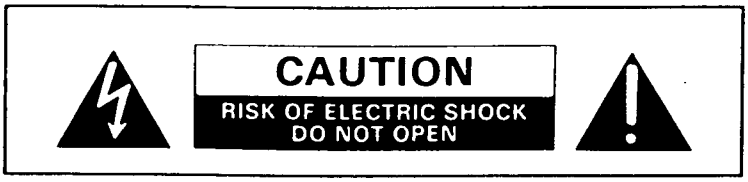
WARNING: This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instruction manual, it can cause interference to radio communications. The rules with which it must comply afford reasonable protection against interference when used in most locations. However, there can be no guarantee that such interference will not occur in a particular installation. If this equipment does cause interference to radio or the related equipment off and on, the user is encouraged to try correct the interference by one or more of the following measures:

— reorient the receiving antenna.
— move the receiver away from the instrument.
— plug the instrument into a different outlet so that it and receiver are on different branch circuits.
— consult the dealer or a qualified service personnel.

IMPORTANT SAFETY INSTRUCTIONS

WARNING — When using electric products, basic precautions should always be followed, including the following:

1. Read all the instructions before using the product.
2. Do not use this product near water - for example, near a bathtub, washbowl, kitchen sink, in a wet basement, or near a swimming pool, or the like.
3. This product, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
4. The product should be located so that its location or position does not interfere with its proper ventilation.
5. The product should be located away from heat sources such as radiators, heat registers, or other products that produce heat.
6. Keep the instrument away from electrical motors, neon signs, fluorescent light fixtures, and other sources.
7. The product should be connected to a power supply only of the type described in the operating instructions or as marked on the product.
8. This product may be equipped with a polarized line plug (one blade wider than the other). This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician to replace your obsolete outlet. Do not defeat the safety purpose of the plug.
9. Always turn the power off when the instrument is not in use. The power-supply cord of the product should be unplugged from the outlet when left unused for a long period of time.
10. During an electrical storm, turn off the power and unplug.
11. Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
12. The product should be serviced by qualified service personnel when:
    A. The power-supply cord or the plug has been damaged; or
    B. Objects have fallen, or liquid has been spilled into the product; or
    C. The product has been exposed to rain; or
    D. The product does not appear to operate normally or exhibits a marked change in performance; or
    E. The product has been dropped, or the enclosure damaged.
13. Do not attempt to service the product beyond that described in the user-maintenance instructions. All other servicing should be referred to qualified service personnel.



WARNING
TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK. DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

AVIS: RISQUE DE CHOC ELECTRIQUE -NE PAS OUVRIR.

TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The lighting flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

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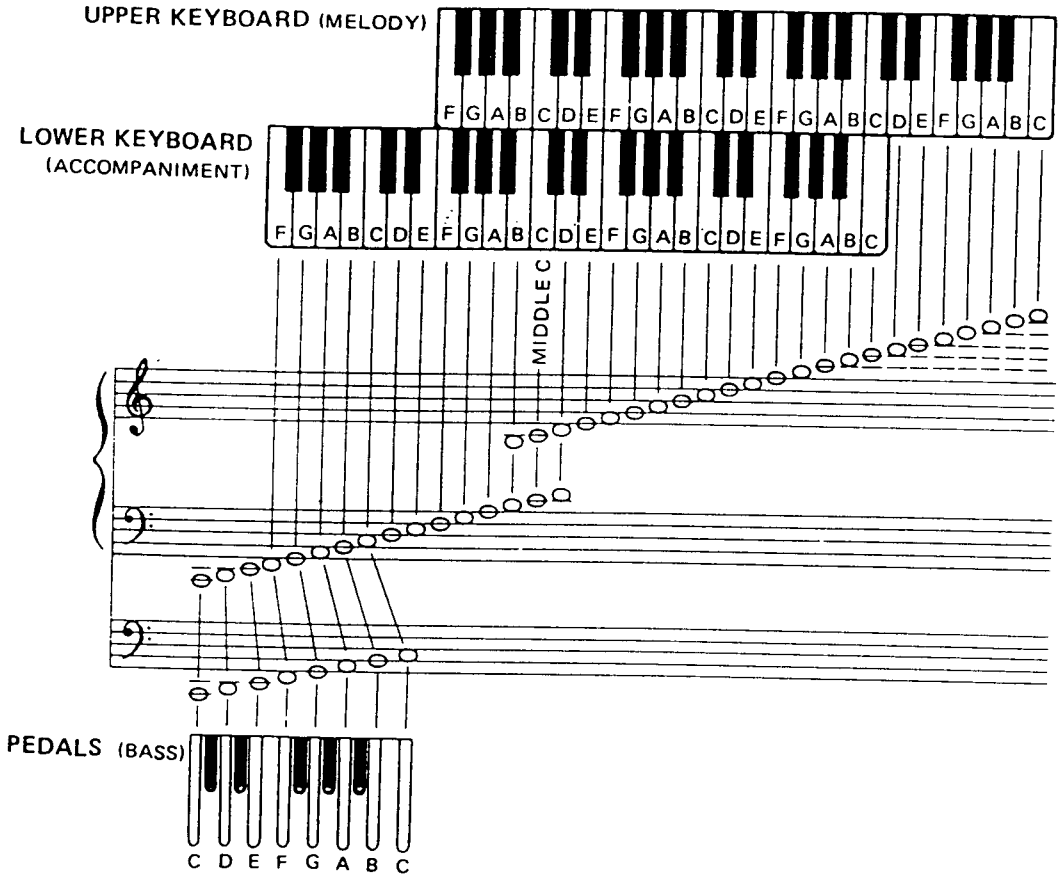
How to care for your Kawai Organ

Here are some general rules to follow.

1) Always plug your KAWAI into a standard voltage AC line for your area. Plugging into a DC outlet will cause damage.
2) To remove any greasiness from the cabinetry, keys, or pedals, use a damp cloth and a little mild soap. Be sure to wipe dry with a soft cloth.
3) Do not expose your KAWAI to direct sunlight, cold drafts or radiator heat.
4) The battery protecting the sequencer/registration memory contents should last for five years. When it is exhausted, the WRITE switch will flash three time. Battery must be replaced only by a qualified service personnel.

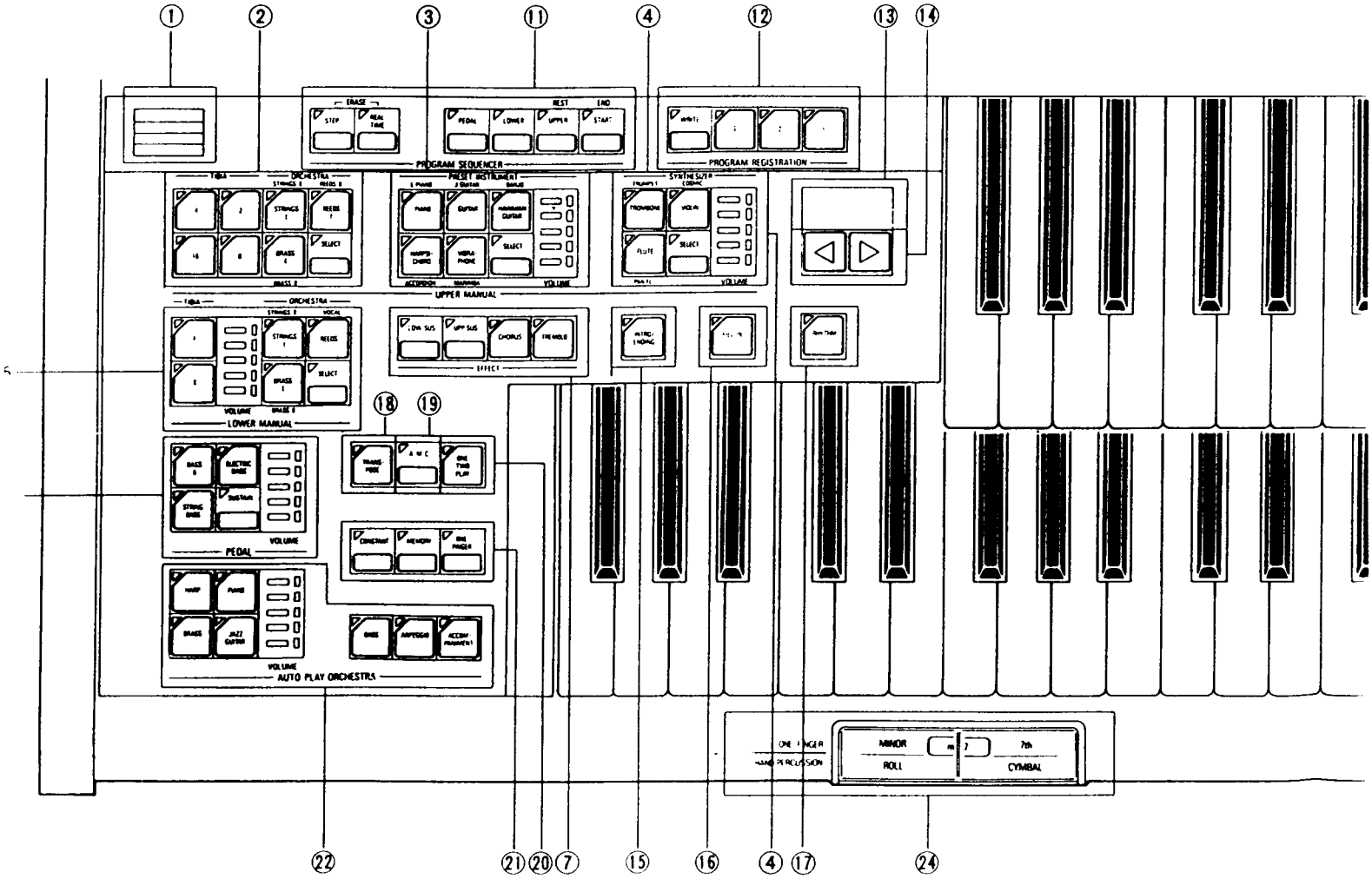
This organ is not designed for commercial use but for household use only.


UPPER KEYBOARD (MELODY)
F G A B C D E F G A B C D E F G A B C D E F G A B C
LOWER KEYBOARD
(ACCOMPANIMENT)
F G A B C D E F G A B C D E F G A B C D E F G A B C
MIDDLE C
PEDALS (BASS)
C D E F G A B C

1 Before Playing

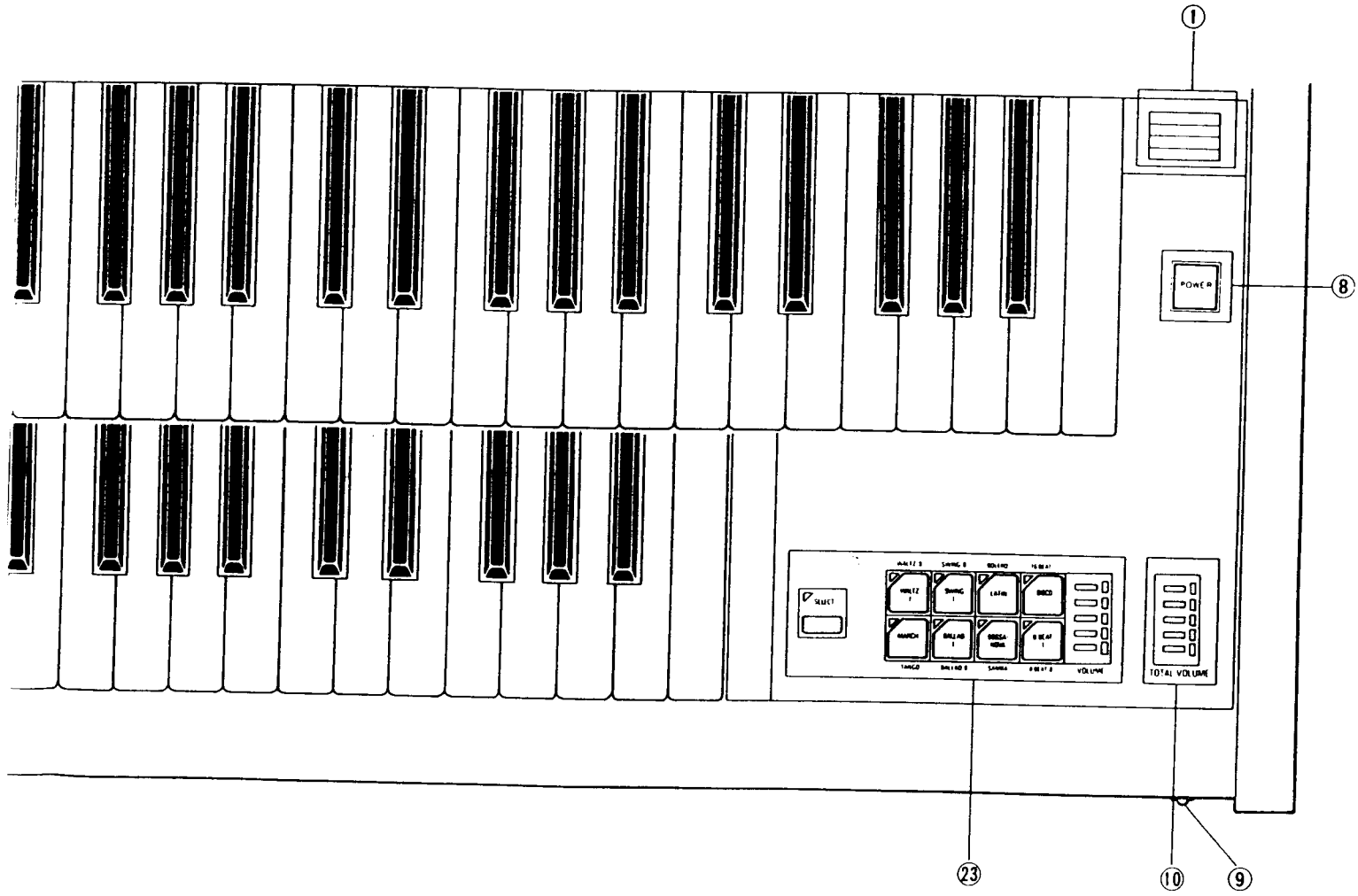
.1 Control Panel Location Guide

1) Panel Speaker
2) Tibia/Orchestra (upper keyboard) Tone Control ock
) Preset Instruments (upper keyboard) Tone and Volume Control Block
4) Synthesizer (uppper keyboard) Tone and Volne Control Block
Tibia/Orchestra (lower keyboard) Tone and Volume Control Block
⑥ Tone, Effect, and Volume Control Block for Pedal
⑦ Effect Control Block
⑧ Power switch
⑨ Pilot Lamp
⑩ Total Volume Control



⑪ Program Sequencer
⑫ Registration Memory section
⑬ Tempo Display
⑭ Arrow Switches
⑮ Intro/Ending Switch
⑯ Fill In Switch
⑰ Rhythm Switch

⑱ Transpose Switch
⑲ A.M.C. (Auto Melody Chord) Switch
⑳ One Two Play Switch
㉑ One Finger, Memory, Constant
㉒ Auto Play Orchestra Block
㉓ Rhythm Selection Switches
㉔ Touch Bars

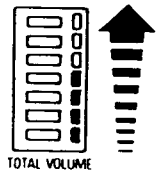


1.2 Getting Ready to Play

(1) Turn power on.

(2) Set the Total Volume control at mid range volume.

Note:
Volume is fixed at the level of button depressed at random. If any two neighboring buttons are depressed simultaneously, the volume will be fixed at the middle of the two levels. This applies to other volume controls as well.



(3) Step on the expression pedal half way.
This pedal too controls the total output volume of the organ. Use this pedal during playing to give softer or louder expression to your music performance.

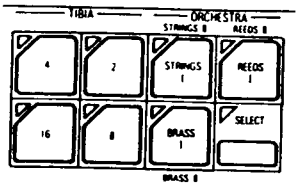
2. Tones and Effects

2.1 TIBIA

The UPPER and LOWER keyboards have a TIBIA control block.

■ UPPER TIBIA

(1) Select a tone.



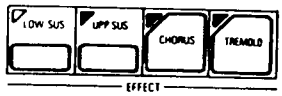
Note:
These switches are toggles: Pressing the switch turns on the effect; pressing it a second time turns it off.

(2) Adjust the volume as necessary.

Note:
The organ does not provide a separate volume control for UPPER TIBIA. You can control the volume with the TOTAL VOLUME. Adjust other tones by individual volume controls on the basis of tibia group volume.

(3) Use the EFFECT switches to add or subtract effects.

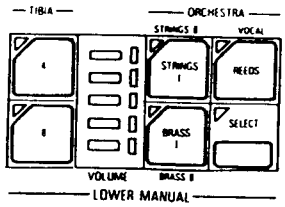
- **Effect Switches**



UPP.SUS — This adds a lingering SUSTAIN effect to the UPPER keyboard tibia. It also affects UPPER ORCHESTRA and PRESET INSTRUMENT.
CHORUS — This adds a slow swelling to the UPPER and LOWER keyboard tibia.
TREMOLO — This switches the UPPER and LOWER keyboard CHORUS effects, if present, to TREMOLO. The sound swells much more quickly than CHORUS.

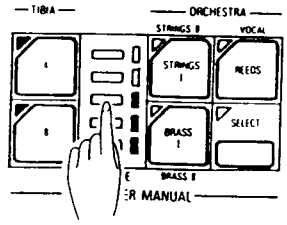
■ LOWER TIBIA

(1) Select a tone.

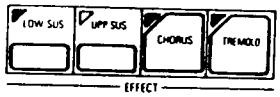


(2) Adjust the volume as necessary.

Note:
You can control the volume with the LOWER TIBIA/ ORCHESTRA VOLUME.



(3) Add effect as necessary.



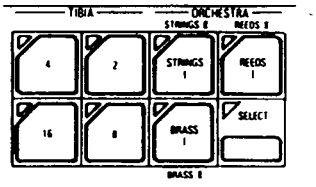
LOW.SUS — This adds a lingering SUSTAIN effect to the LOWER keyboard tibia. It also affects LOWER ORCHESTRA.
CHORUS — This adds a slow swelling to the LOWER keyboard tibia. It also affects UPPER keyboard tibia.
TREMOLO — This switches the UPPER and LOWER keyboard CHORUS effects, if present, to TREMOLO. It also affects UPPER keyboard tibia.

2.2 ORCHESTRA

The UPPER, LOWER and PEDAL keyboards have a ORCHESTRA section.

■ UPPER ORCHESTRA

(1) Select a tone from the ORCHESTRA section of the UPPER MANUAL control block. Only the last one pressed takes effect.

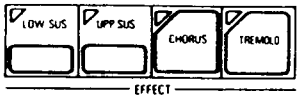


Note:
When the SELECT switch is activated, you can select the alternate tone indicated outside of the selector switches.

Example: With the SELECT switch on, BRASS I becomes BRASS II.

(2) Adjust the volume with the TOTAL VOLUME as necessary.

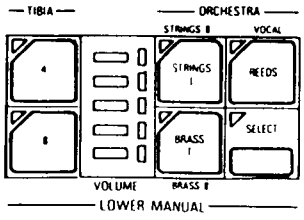
(3) Add effects as necessary.



UPP.SUS — This adds extra resonance (prolongs sound) to the UPPER ORCHESTRA, TIBIA and PRESET INSTRUMENT.

■ LOWER ORCHESTRA

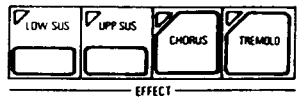
(1) Select a tone from the switches in the ORCHESTRA section of the LOWER MANUAL control block. Only the last one pressed takes effect.



Note:
When the SELECT switch is activated, you can select the alternate tone indicated outside of the selector switches.

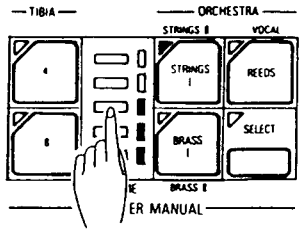
Example: With the SELECT switch on, REEDS becomes VOCAL.

(2) (OPTIONAL) Add effects from the ORCHESTRA effect control block.



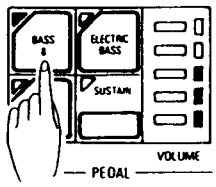
LOW.SUS — This adds extra resonance (prolongs sound) to the LOWER ORCHESTRA and TIBIA.

(3) Adjust the volume as necessary.

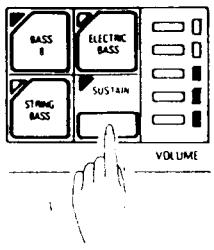


■ PEDAL ORCHESTRA

(1) Select a tone. Only the last one pressed takes effects.



Note:
The only effect available for the PEDAL keyboard output is the SUSTAIN in the PEDAL control block.



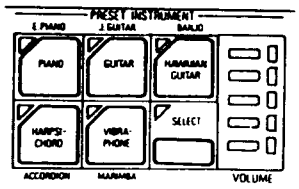
2.3 PRESET INSTRUMENT

The SR2 organ provides separate preset INSTRUMENT control sections for the UPPER keyboards.

■ UPPER PRESET INSTRUMENT

- **Procedure**

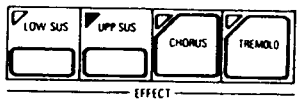
(1) Select a tone (instrument) from the ones offered in the UPPER MANUAL section. Pressing a switch automatically cancels the preceding instrument.



Note:
When the SELECT switch is activated, you can select the alternate tone indicated outside of the selector switches.

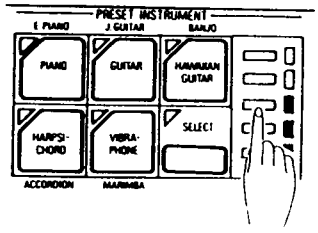
Example: With the SELECT switch on, VIBRAPHONE becomes MARIMBA.

(2) (OPTIONAL) Add effects.



UPP.SUS — This adds extra resonance (prolongs sound) to the PRESET INSTRUMENT output.

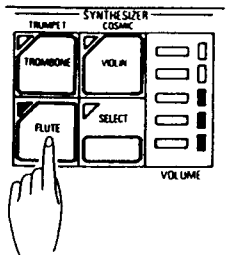
(3) Adjust the volume as necessary.



2.4 SYNTHESIZER

The SYNTHESIZER is for the UPPER keyboard.

(1) Select a tone from the SYNTHESIZER control block. Pressing a tone switch automatically cancels the current one.



Notes:
- When the SELECT switch is activated, you can select the alternate tone indicated outside of the selector switches.
- SYNTHESIZER produces only one note a time. If you simultaneously play several notes, only the last one played will sound.

Example: With the SELECT switch on, TROMBONE becomes TRUMPET.

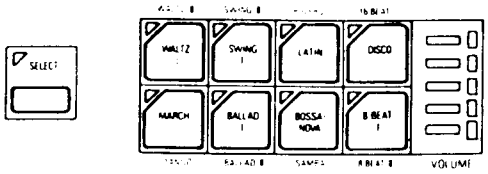
(2) Adjust the volume as necessary.

3. Rhythm Accompaniment

The rhythm section of your SR Series organ provides authentic rhythm accompaniment with a choice of 16 prerecorded rhythm patterns. Features include tempo control, special variations (intros, endings, and fill ins), hand percussion, and a display that gives the current tempo.

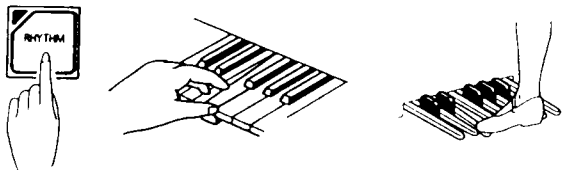
3.1 Procedure

(1) Select a rhythm pattern. Pressing one of the selector switches automatically cancels the current one.

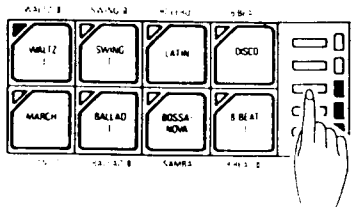


Note:
When the SELECT switch is activated, you can select the rhythm indicated outside of the selector switches. The LEDs in the selected switches light to remind you that the rhythm section is stnding by.

(2) Activate the RHYTHM switch and play a note on the LOWER or PEDAL keyboards to start the rhythm accompaniment.



(3) Adjust the volume.



(4) To stop the rhythm accompaniment, press either the RHYTHM switch or the left foot switch.

3.2 Additional Functions

■ Display

The display's most important function is to give the current tempo for the rhythm section, but serves other purposes as well:

- **Tempo Indication**

  The display gives the tempo of the RHYTHM section.

- **Tempo Lamp**

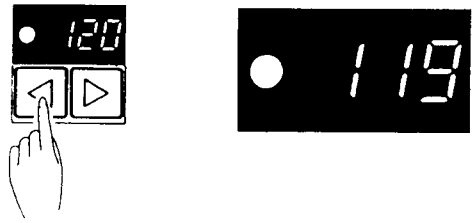
  Tempo lamp functions to blink red lamp on the first beat and green lamp on the rest of beats in each bar during the rhythm performance. When not in the rhythm performance, red lamp blinks on each beat, indicating the tempo of music.

■ Tempo Control

The two arrow switches are for raising and lowering the tempo, respectively. (Left arrow - slower, Right arrow - faster)

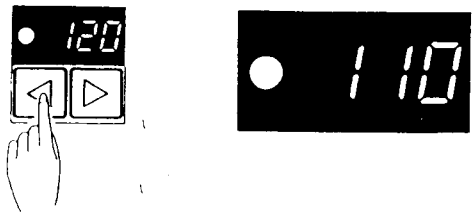
Note:
The organ's range is 50 - 300 beats per minutes.

(1) Tapping an arrow switch lightly changes the tempo by 1.



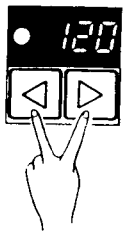
(2) A heavy tap changes it by 5.

(3) Continuous pressure changes it in steps of 10.



(4) Applying greater pressure increases the rate at which the display changes.

(5) Simultaneously pressing both keys doubles the current tempo. Pressing them a second time restores the original tempo.



Note:
If the tempo is above 150, the tempo after this doubling operation will be 300, the fastest available.

■ FILL IN, INTRO/ENDING

The switches in this section offer the musician prerecorded variations on the current rhythm pattern — a pattern which normally just repeats. INTRO/ENDING provide an introduction and wrap-up ending, respectively. FILL IN produce fill-in for use during the performance.

- **Procedure (FILL IN)**

(1) Make sure that the rhythm accompaniment is on standby — that is, that the LED in the RHYTHM switch is on. If the LED is off, fill-in is not available.

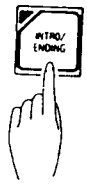
(2) Activate the rhythm accompaniment and play. When you need a fill-in, press the FILL IN switch. The rhythm pattern first switches to the fill-in pattern and then back to the regular pattern when the fill-in is over.

(3) Alternatively, if the rhythm accompaniment is on standby, press the FILL IN switch to play the fill-in followed by the regular pattern.

- **Procedure (INTRO)**

(1) Make sure that the rhythm accompaniment is on standby — that is, that the LED in the RHYTHM switch is on. If the LED is off, intros are not available.

(2) Press the INTRO/ENDING switch.



Note:
After a one-bar introduction, the rhythm accompaniment starts. The LED in the INTRO/ENDING switch flashes during the introduction and then goes out.

- **Procedure (ENDING)**

(1) Start the rhythm accompaniment by striking a key of the LOWER keyboard. The organ cannot supply an ending to a pattern that is not active.

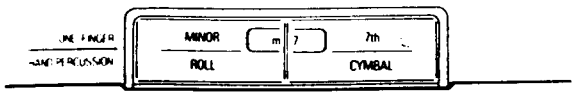
(2) When you near the point where you want the ending, press the INTRO/ENDING switch.

After the ending, the rhythm accompaniment stops. The LED in the INTRO/ENDING switch flashes during the ending and then goes out.

3.3 Hand Percussion

The SR Series provides not only prerecorded rhythm patterns, but also solo percussion instruments. These are accessible through two touch bars located just below the keyboard.

■ Touch bars



The touch bars located just below the LOWER keyboard provide instant access to a snare drum roll and cymbal crash, usually the two most popular percussion effects. The roll continues as long as the touch bar is pressed; the cymbal crash sounds only for the initial stroke.

Note:

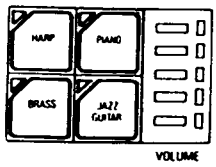
This type of hand percussion cannot be used at the same time as the ONE-FINGER chord function. (See p. 11.)

4. Auto Accompaniment System

4.1 AUTO PLAY ORCHESTRA

This section offers automatic bass accompaniment as well as automatic accompaniment by piano, jazz guitar, harp and blass.

- **Tone Block**



These switches control the tone and volume.

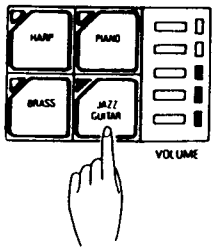
- **Pattern Selection Switches**

BASS — This switch adds an automatic bass accompaniment based on the tone settings for the PEDAL block.
ARPEGGIO — This switch adds arpeggios.
ACCOMPANIMENT — This switch adds chord accompaniments that match the chosen rhythm.

- **Procedure**

(1) Select the rhythm.

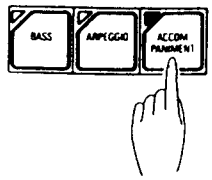
(2) Select the tones for the ORCHESTRA sections and adjust the volumes.



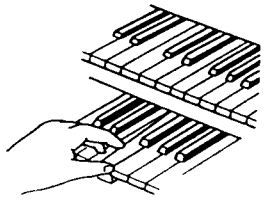
Notes:

- Although each section normally uses only a single tone — selecting a new one automatically cancels the old.
- The ORCHESTRA BRASS tone is not one tone, but the organ automatically selects the one best matching the rhythm pattern.

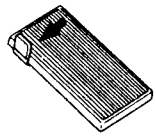
(3) Select patterns to place them on standby. (The LEDs light to indicate this status.)



(4) Play a chord on the LOWER keyboard to play the automatic accompaniment.

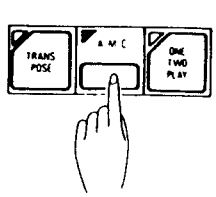


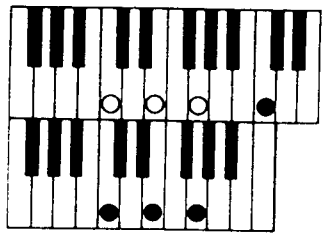
(5) To turn off the automatic accompaniment, press either the pattern switch or the left foot switch.



4.2 AUTO MELODY CHORD

This function adds harmony to the UPPER keyboard melody line in the form of a notes from the LOWER keyboard chord. This function adds the complete chord to the octave immediately below the lowest note on the UPPER keyboard.





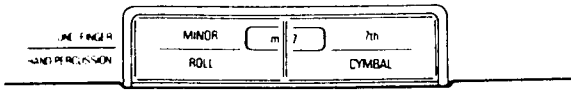
Note:
The black circles indicate the notes actually played; the white notes added by the AUTO MELODY CHORD function.

4.3 ONE FINGER, MEMORY, and CONSTANT Functions

These three functions respectively tell the organ to fill in the rest of a chord from a single note (ONE FINGER), continue playing chords even after you have removed your hand from the lower keyboard (MEMORY), and change the chord accompaniment to solid (continuous sound — no strumming effect) chords (CONSTANT).

• ONE FINGER

This functions, which applies to the AUTO PLAY ORCHESTRA and AUTO MELODY CHORD allows you to play a complete major chord with only one finger and others with at most two fingers; one on the base note and the other on the touch bars located under the LOWER keyboard. The touch bars change the major chord into a minor one; a seventh chord, or the combination, minor seventh.



Note:
Activating the ONE FINGER function disables the touch bars' hand percussion function.

• **MEMORY** — This function, which applies to the AUTO PLAY ORCHESTRA and AUTO MELODY CHORD functions, repeats the current chord pattern even after you remove your hand from the LOWER keyboard. It is therefore only necessary to give the organ the chord changes.

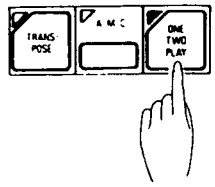
• **CONSTANT** — This function changes the automatic accompaniment to solid chords without rhythm. You can select BRASS or STRINGS tone for CONSTANT. If you select any other tone from the AUTO PLAY ORCHESTRA block, the tone is automatically set to STRINGS. The chords sound continuously while the lower keys are being depressed. The bass tone is selected by tone selection switch for the PEDAL. (If ELECTRIC BASS and STRING BASS tones are selected, the sound attenuates instead of holding.)

4.4 ONE TWO PLAY

The ONE TWO PLAY function automatically selects an appropriate registration for the current rhythm pattern.

• Procedure

(1) Press the ONE TWO PLAY switch to automatically change the panel settings to ones appropriate for the current rhythm pattern.

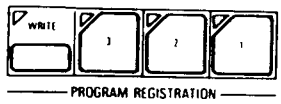


Note:
If the ONE TWO PLAY switch is depressed while the registration memory switch 1 ~ 3 is lighting, the registration memory lamp turns off.

(2) Adjust the registration as necessary.

5. Registration Memory

The registration memory allows you to store your own registration.

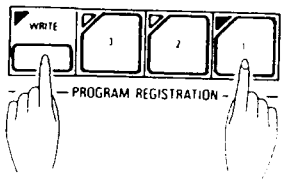


1. **Number switches**
   These switches show the memory areas for three types of registration.
2. **WRITE**
   This switch stores user's own registration.

■ Storing a Registration

(1) Set the desired registration for storing.

(2) Hold down the WRITE switch and press a number switch (1-3).

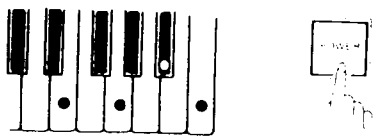


Notes:

- The pressed switches light up and the set registration is stored to the number specified. If the number stores other data, the previously stored data is erased.
- If the registration memory switch 1-3 is depressed while ONE TWO PLAY switch is lighting, the ONE TWO PLAY lamp turns off.

• Reset

Hold down the E, G, B^{b}, and C keys in the highest octave of the upper keyboard and turn the power on to reset the state of switches (switch lamps), the contents of transpose and tune. This function is effective for creating the registration from the scratch. The contents of the registration memory are protected, however.



■ Contents that can be stored

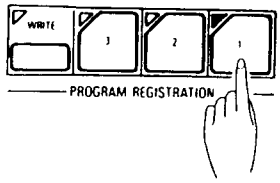
The program registration can store the following contents:

- The state of left hand panel other than ONE TWO PLAY, PROGRAM SEQUENCER, TRANSPOSE, INTRO/ENDING and FILL IN.
- The state of right hand panel other than TOTAL VOLUME.

It is not possible to store TUNE and TRANSPOSE settings.

■ Calling Method

(1) Depress the desired number switch for calling.



Depressed switch lights up and the registration is called. The called registration can be freely changed.

(2) If the number switch is turned off . . .
The registration returns to the state it was in before the switch was turned on.

6. Program Sequencer

The program sequencer is the function that allows you to save the contents of real-time performance and the progress of the lower keyboard chords by step for later playback. This function also enables you to save the playing while listening to the performance in memory or to edit recording by step.

6.1 Record

The sequencers of SR2 are equipped with the three independent tracks of UPPER, LOWER and PEDAL. The contents recorded by the individual tracks are as follows.

(1) UPPER track
- ON-OFF switch and volume setting in each of the following blocks:
  UPPER SYNTHESIZER, UPPER PRESET INSTRUMENT, UPPER ORCHESTRA, UPPER TIBIA, EFFECT (UPP.SUS, CHORUS, TREMOLO)
- Upper keyboard ON-OFF

(2) LOWER track
- ON-OFF switch and volume setting in LOWER TIBIA/ORCHESTRA block
- EFFECT (LOW. SUS.)
- ON-OFF of RHYTHM, FILL IN, INTRO/ENDING, AUTO MELODY CHORD, CONSTANT, MEMORY and ONE FINGER (FILL IN, INTRO/ENDING only in realtime recording)
- ON-OFF switch and volume setting in AUTO PLAY ORCHESTRA block
- ON-OFF switch and volume setting in RHYTHM block
- ON-OFF of TOUCH BAR
- ON-OFF of foot switch (realtime recording only)
- Lower keyboard ON/OFF

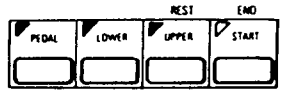
(3) PEDAL track
- ON-OFF switch and volume setting in PEDAL TIBIA/ORCHESTRA block
- Pedal keyboard ON-OFF

Note:
It is impossible to store TOTAL VOLUME, Expression Pedal setting, TEMPO, TRANSPOSE, TUNE, PROGRAM REGISTRATION and ONE TWO PLAY.

■ Real-time Record

This function allows you to record the playing of upper lower and pedal keyboards in real time on the three independent tracks.

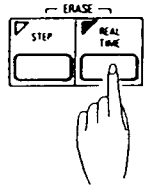
(1) Select the track for recording
(Step 2 operation may be taken ahead of this step.)



Turn one or plural number of switches of UPPER, LOWER, and PEDAL on.

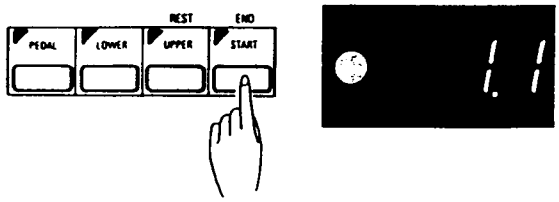
Note:
If the lamp blinks, the track is blank. If the lamp lights up continuously, the track is already recorded. If you want record on this track, erase the contents prior to the recording. (Refer to page 17.)

(2) Turn the REAL TIME switch on.



(3) Set the registration for the track for recording.

(4) Depress START/END switch.



The display indication changes as shown by the figure. The Intro Pattern starts sounding for two bars.

Note:
When the rhythm pattern does not sound, the metronome sounds. Adjust the volume of the metronome and tempo.

(5) Start playing.
You can start playing either after the Intro Pattern is over or in the middle of it.
Recording starts simultaneously with the start of playing. You can also start recording without touching the keyboard by depressing switches and volume that can be recorded on the track. In this case, the track records rests. The preset numbers of bar and beat appear on the display.

If you change the tempo in the middle of playing, the display indicates the new tempo. The bar and beat numbers reappear on the display after several seconds.
If the bar counting reaches 100th, the bar indication becomes zero, and restarts from 1 for 101st bar onward.

Note:
The Intro Pattern repeats sounding unless you start playing within the following bar after the Pattern is over.

(6) If you made mistake in playing
Turn the REAL TIME switch off. This turns START/END switch off and the performance up to that time will be not recorded. Turn the REAL TIME and START/END switches on and you are ready to record your playing from the beginning.

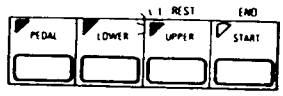
(7) Depress the START/END switch when your performance is over. The lamp turns off and the display returns to the original tempo indication.
The blinking lamp on the track that finished recording changes to continuous lighting.
(Recording stops at one bar before the one where the START/END switch is depressed. Care should be taken since the bar on which the START/END switch is depressed is not recorded.)

Note:
If you hear a beep sound with the flashing indication of U (UPPER), L (LOWER), and P (PEDAL) on the display, it means that the unused balance of memory of the indicated track is nearing the end of capacity. Note that if the recording on the individual tracks should exceed the storage capacity, the display stops indication and the performance thereafter is not recorded.

■ Multirecord

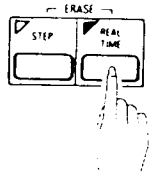
You can record your playing in real time on a track while listening to the playback of pre-recorded performance on another track.

(1) Select the tracks for playback and recording. (You can take step 2 ahead of this one.)



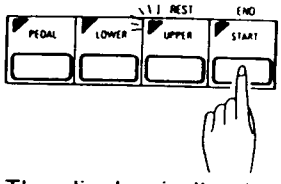
You can play back to the track with light on and record real-time playing on the track with blinking light. If the lamp of a track is on, the track is already recorded. To use this track for a new recording, first erase the old data (refer to page 17.)

(2) Turn the REAL TIME switch on.



(3) Set the registration for the track for recording.

(4) Depress the START/END switch.



The display indication changes as shown for two bars.

(5) Start playing.
You can start playing either after the Intro Pattern is over or in the middle of it. Note that after the Intro Pattern is over, the playback and recording will proceed forward.

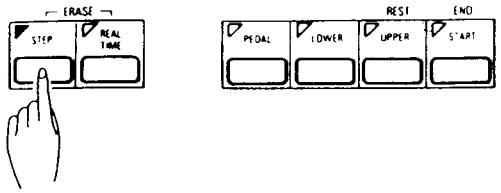
(6) If you made mistake in playing.
Turn the REAL TIME switch off. This turns START/END switch off and the performance up to that time will be not recorded. Turn the REAL TIME switch on and you are ready to record your playing from the beginning.

(7) Depress the START/END switch when your performance is over.
The lamp turns off and the display returns the original tempo indication.
(Recording stops at one bar before the one where the START/END switch is depressed.)

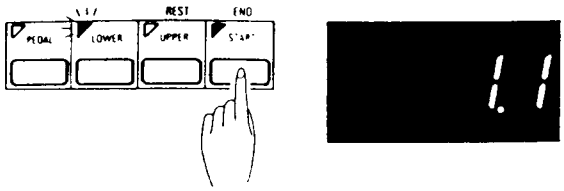
■ Step Record

Step Record function enables you to record on the LOWER track the progress of chord beat by beat in the lower keyboard and the state of switches that can be recorded on the LOWER track.

(1) Turn the STEP switch on. (You may take the second procedure below before this.)



(2) Depress the START/END switch.



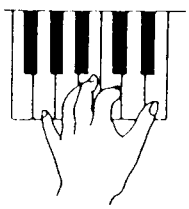
The LOWER track lamp turns on automatically. (UPPER and PEDAL tracks turn off and are not recorded.) The display screen changes as shown in the figure.

Notes:

- If the lamp does not light up and the display keeps on showing tempo if the START/END switch is depressed, it means that the LOWER track has already data recorded in real time. If you want to record on the recorded LOWER track, first erase the contents (refer to page 17.)
- If the display indicates the chords or generates a sound, it means that the LOWER track has already data recorded by Step. If you want to record on the recorded LOWER track, first erase the contents (refer to page 17.)

(3) Set the registration for rhythm and automatic accompaniment.

(4) Play the chords you want to record on the lower keyboard.



Note:
Either normal finger or one finger will do. (In the case of one finger turn the ONE FINGER switch on.

(5) While pressing the keys for a chord, save it using the arrow switch.
There are two ways as follows for storing chords by the way the switch are pressed.

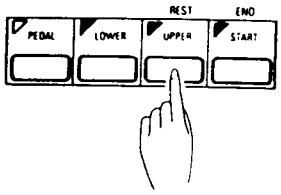
- **Storing chord by beat**

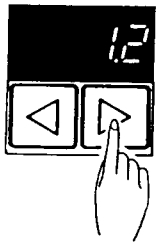
Press the right arrow switch while pressing the keys for a chord. The chord is stored with a beep sound to the numbers of beat and bar which is indicated by the display. (As soon as the chord is stored, the display indicates the next beat number.)

- **Storing chords by bar**

Simultaneously press the arrow switches while pressing the keys for a chord. The chord is stored until the end of the bar which is indicated by the display. (As soon as the chord is stored, the display indicate the first beat of the next bar.)

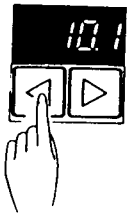
(6) Storing a rest

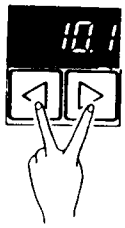




Store a rest with arrow switches while pressing the REST switch. In the Step Record, the UPPER switch functions as the REST switch. Repeat the procedures 5 and 6 and store the rests until the end of a music.

(7) If you made a mistake . . .
If you made a mistake, return to the beat of the bar you want to make correction using the arrow switches.
If you press the left arrow switch, you can return one beat. If you simultaneously press two arrow switches, you can return to the first beat of the preceding bar.





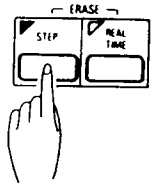
Note:
If you want to cancel the data so far stored and again store the data from the scratch, turn off the STEP switch and execute the storage procedure from the start.

(8) Depress the START/END switch if the storing is completed. The START/END switch lamp turns off and the display returns to the tempo indication.

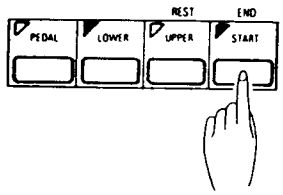
6.2 Editing

The contents stored by the Step Record can be corrected later.

(1) Turn the STEP switch on .



(2) Depress the START/END switch.



The lower track registration at the end of the previous recording is set. The chord stored for the first beat of the first bar is indicated and the sound is reproduced.

(3) Indicate the bar and beat numbers for correction in the display using the arrow switches. Use the arrows switches the same way as for the Step Record.

(4) Make correction and store.
Apply the same correction and storage methods as for the Step Record.

(5) If the correction is over, depress the STEP switch. The STEP switch lamp turns off and the display returns to the tempo indication.

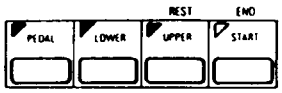
If editing is over, depress the STEP switch. If you depress the START/END switch, all the record contents thereafter is erased.

During the Step Record, MEMORY switch of the left hand panel becomes off and it cannot be turned on.

If a "Beep" warning sounds during the Step Record, it means that the memory capacity of the LOWER track has been almost used up.

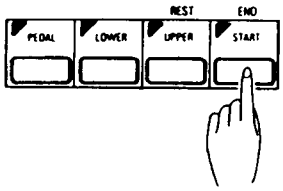
6.3 Playback

(1) Select the track for playback.



Turn either one of the UPPER, LOWER, or PEDAL, or plural number of switches on. Tracks having no recorded data (lamp blinking) will be not reproduced.

(2) Depress the START/END switch.



The START/END switch lamps light up and the playback starts. The display indicates the bar and beat numbers under being played back.

Notes:

- If the START switch is depressed while the ONE TWO PLAY switch is lighting, the ONE TWO PLAY lamp turns off.
- Press the INTRO/ENDING switch of the rhythm section simultaneously pressing the START/END switch to start the playback in succession to the Intro Pattern of the sequencer. (If a music is recorded from the middle of the Intro Pattern, the playback also starts from the middle of the Intro Pattern.)

(3) If the playback reaches the end of a music, it automatically returns to the beginning and repeats the reproduction.

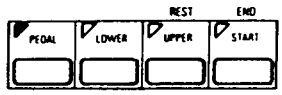
(4) Depress the START/END switch.
The START/END switch lamps turn off and the playback stops.

Note:

If you change registration while playing the sequencer, the music will be played with changed registration until the end. The registration will return to the state before the change as the music returns to the beginning after repeating.

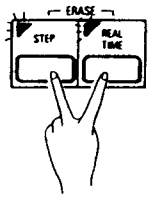
6.4 Erase

(1) Select the track to erase.



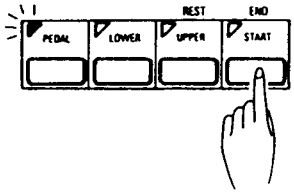
Turn either one of UPPER, LOWER, or PEDAL, or plural number of switches on.

(2) Simultaneously press the REAL TIME and STEP switches.



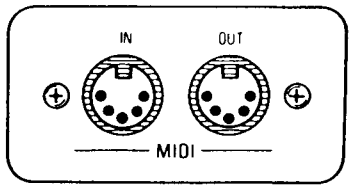
The REAL TIME and STEP switch lamps start blinking. If you want to execute the erase procedure under this condition, follow the procedure 3. If not, press either the REAL TIME or STEP switch to cancel the erase procedure.

(3) Depress the START/END switch.
All the contents of track selected by the procedure 1 is erased. After erasure, the lamp of the track changes from continuous lighting to blinking.



7. MIDI

The letters MIDI stand for the Musical Instrument Digital Interface, an international standard for connecting synthesizers, drum machines, and other electric/electronic musical instruments so that they can exchange keyboard and program data. Through this interface, the organist can play a variety of instruments from a single instrument. (The extract types of data that may be exchanged and the functions that may be controlled vary with the instruments connected through this interface.)



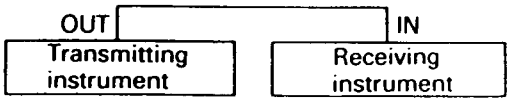
7.1 Introduction

■ Connectors

SR2 with the MIDI interface feature the following receptacles which accept the DIN plugs on MIDI cables.
IN — Accepts the incoming keyboard, program, and other types of data.
OUT — Transmits keyboard, program, and other types of data.

■ Connections

The MIDI interface allows electric/electronic musical instruments to exchange keyboard, program, and other types of data. The instruments can be connected so that the data flows only one way — with only one instrument transmitting and the other(s) — or so that data flows both ways. The organist specifies the data pathways by connecting the MIDI OUT terminal of the transmitting instrument to the MIDI IN terminal of the receiving one.



■ Channels

Since the MIDI interface can connect several instruments at once, the organist needs a way to specify which instrument is to play. This is done by assigning channel numbers, numbers between 1 and 16, to the instruments.

■ Features

The MIDI interface on the SR Series of organs transmits the following types of data.

(a) Keyboard data
By connecting the organ to a synthesizer, the organist can play the organ from the synthesizer keyboard and vice versa.

(b) Channel specifications
The organ always assigns the following MIDI channels to the keyboard.
Ch. 1. UPPER
Ch. 2. LOWER
Ch. 3. PEDAL
The registration memory section can transmit and receive on MIDI channel 1.

(c) Program change
The organist can send a command from the organ to a synthesizer to change the program number. (For the procedure, see p. 19.)

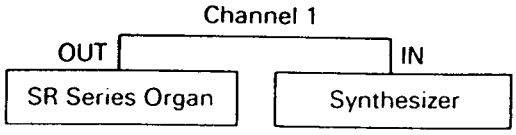
■ Example: Connecting the Organ to a Synthesizer

- **Procedure**

(1) Using a MIDI cable, connect the MIDI OUT terminal on the organ to the MIDI IN terminal on the synthesizer so that the organ can control the synthesizer. (This example has the organist playing the synthesizer from the upper keyboard on the organ.)

(2) Set up the synthesizer to receive on channel 1. (Refer to the synthesizer's Instruction Manual for the procedure.)

All notes played on the upper keyboard will sound on the synthesizer.



7.2 Operation

- **WARNING**

Turning off the power or disconnecting the interface cable while a key is pressed and the interface is operative may cause the receiving instruments to sound continuously. Cut the power to silence the instrument.

■ Setting Program

- **If the electronic organ is on the transmitting side:**

When using the organ as the transmitter, changing a number switch in the registration memory section can cause the corresponding tone memory (patch) at the receiving instrument(s).

- **If the electronic organ is on the receiving side:**

When another MIDI device is transmitting to the SR organ, changing the tone memory (patch change) of the transmitting instrument can cause a corresponding switch registration change at the SR organ.

The following table indicates the corresponding relations between the registration memory and program number.

Program No.	Registration Switch
1	1
2	2
3	3
4	OFF

■ Synchronized performance with the instruments connected to the system

Using the MIDI function of the electronic organ, drum machines and other rhythm instruments connected to the organ can be started or stopped. These instruments follow the tempo of the electronic organ. Start or stop signal is transmitted by operating either one of the followings:

(1) If you start or stop the realtime record or play of the program sequencer, start or stop signal is transmitted.

(2) If you start or stop the rhythm or automatic accompaniment, start or stop signal is transmitted.

(3) If you depress a lighted rhythm selection button, stop signal is transmitted followed immediately by start signal.

(4) If you depress the foot (rhythm stop) switch, stop signal is transmitted.

Note that neither start signal nor stop signal will be transmitted while you are recording or playing with the program sequencer if one of the above (2), (3), and (4) operation is made.

■ Transmission and reception of program sequencer

When recording the MIDI musical instruments to the program sequencer, after matching the transmitting channel of the MIDI instruments to the receiving channel of the recording track. Carry on the rest of recording procedures according to the explanation on the operation of program sequencer (on page 13.)

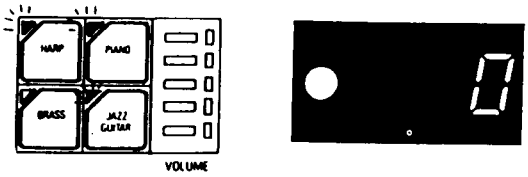
Furhtermore, when playing the MIDI instruments by transmitting the contents of the program sequencer, after matching the receiving channel of the MIDI instruments to the transmitting channel of the track to play back. Play back the music according to the explanation on the operation of program sequencer (on page 13.)

8. Other Functions

8.1 TUNE Function

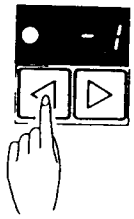
The TUNE function allows you to adjust the organ's pitch to match recordings or other instruments in ensemble.

(1) Press simultaneously the HARP, PIANO and JAZZ GUITAR in the AUTO PLAY ORCHESTRA section



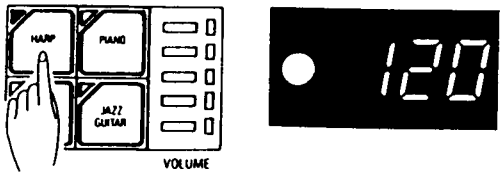
The LEDs in the pressed switches light, and the display indicates the TUNE setting.

(2) Use the arrow switches to raise or lower the pitch.



Note:
The display gives the relative pitch in units of 1.5 cents over the range 0-30 on either side.

(3) Press one of the HARP, PIANO or JAZZ GUITAR to return to the normal tempo display.

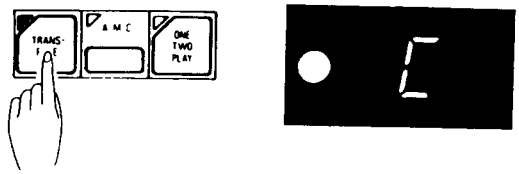


8.2 TRANSPOSE Function

The TRANSPOSE switches allow you to adjust the keyboard key you are playing in up half an octave or down half an octave in semitone increments. It therefore eliminates the need to transpose from one key to another to match a vocalist or other instruments.

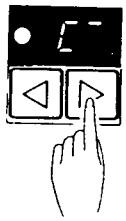
- **Procedure**

(1) Press the TRANSPOSE switch.



Note:
The state (key of TRANSPOSE) should appear on the display.

(2) Use the arrow switches to raise or lower the keys.



Note:
The range is half an octave on either side (G-F#). On the display, ¯ means # and _ means b.

(3) Press the TRANSPOSE key to return to the normal tempo display.

Note:
The LED in the TRANSPOSE switch flashes whenever the key is other than the standard, C.

(4) To return to the standard key, use the procedure in step 1-3 above.

9. Front Panel Connectors

Your KAWAI is equipped with the following features located under the right side of the lower keyboard.

■ HEADPHONE JACK

With a headphone plugged in this jack, you can enjoy playing your organ without disturbing others.

■ INPUT JACK

You can play an additional instrument such as a synthesizer through your organ by plugging it into this jack. The volume is controllable by the TOTAL VOLUME and the EXPRESSION PEDAL.

■ LINE IN & LINE OUT

Connect your cassette tape decks, for example, into those jacks.
You can control the signal level of the LINE IN by the TOTAL VOLUME and that of the LINE OUT by the EXPRESSION PEDAL.
Do not connect both jacks at the same time, however — there will be howling.

■ MIC

While you are playing the organ, you or your family can sing to your playing and enjoy the vocals together. To control the volume, regulate the dial control VOLUME.

10. Specifications

SPECIFICATIONS

		SR2
KEYBOARDS (U/L/P)		44/44/13
TIBIA/PERCUS.	Upper	16', 8', 4', 2'
	Lower	8', 4'
	Effect	Upp. Sus., Low. Sus., Chorus, Tremolo
ORCHESTRA	Upper	Strings I, II, Brass I, II, Reeds, I, II
	Lower	Strings I, II, Brass I, II, Reeds, Vocal
	Effect	Upp. Sus.
	Pedal	String Bass, Electric Bass, Bass 8
	Effect	Sustain
PRESET INSTRUMENT	Upper/Lower	Piano, E. Piano, Harpsichord, Accordion, Guitar, J. Guitar, Hawaiian Guitar, Banjo, Vibraphone, Marimba (SR2 ... Upper only)
	Effect	Upp. Sus.
SYNTHESIZER	Upper/Lower	Trombone, Trumpet, Flute, Pan Flute, Violin, Cosmic (Upper only)
RHYTHM SECTION	Preset	Waltz I, II, Swing I, II, Latin, Bolero, Disco, 16 Beat, March, Tango, Ballad I, II, Bossanova, Samba, 8 Beat I, II Fill in, Intro/Ending
	Hand Percussion	Roll (Touch Bar), Cymbal (Touch Bar)
	Controls	Rhythm, Volume
AUTOMATICS	Auto Play Orchestra	Accompaniment, Arpeggio, Bass
	Tone	Piano, Jazz Guitar, Harp, Brass
	Auto Melody Chord	A. M. C.
	Others	One Finger, Memory, Constant, Minor (Touch Bar), 7th (Touch Bar)
ONE TWO PLAY		16 Preset Registrations
REGISTRATION MEMORY		Program Registration 1~3, Write
PROGRAM SEQUENCER		Upper/Rest, Lower, Pedal, Start/End, Real Time, Step, Erase
DISPLAY		Tempo, Program Sequencer, Tune, Transpose
MIDI		MIDI, Function
TUNE		Organ
OTHER CONTROLS		Transpose, ◀ (Down), ▶ (Up), Right Foot Switch (SR3, 4 only), Left Foot Switch, Total Volume, Expression Pedal, Power Switch, Tap Tempo (SR4 only)
OTHER FITTINGS		Headphone Jack (Stereo), Input Jack, Line In (L, R), Line Out (L, R), Microphone Jack, Microphone Volume, Card Slot (SR3 and 4), MIDI IN, OUT
Speakers		16cm × 2, 6.5cm × 2
OUTPUT POWER		30W × 2
DIMENSIONS (W/D/H)		112 × 54 × 92 cm 44 1/8" × 21 1/4" × 33 3/16"
WEIGHT (Bench)		50.5 kg (6.0 kg) 112 lbs (14 lbs)

Specifications are subject to change with or without notice

< ELECTRONIC ORGAN >
MODEL SR2

MIDI Implementation Chart

Date: June 1988
Version: 1.0

Function ...		Transmitted				Remarks
		Upper	Lower	Pedal	Program	
Basic Channel	Default	1	2	3	1	
	Changed	×	×	×	1	
Mode	Default	—	—	—	—	
	Messages	×	×	×	×	
	Altered	—	—	—	—	
Note Number	: True voice	○ 48 — 102 —	○ 36 — 90 —	○ 31 — 54 —		
Velocity	Note ON	× V = 64	× V = 64	× V = 64		
	Note OFF	×	×	×		
After Touch	Key's	×	×	×		
	Ch's	×	×	×		
Pitch Bender		×	×	×		
Control Change						
Prog Change	: True #	0 — 127 *******	0 — 127 *******	0 — 127 *******	0 — 2 *******	
System Exclusive		×				
System Common	: Song Pos	×				
	: Song Sel	×				
	: Tune	×				
System Real Time	: Clock	○				
	: Commands	○				(FA, FC)
Aux Messages	: Local ON/OFF	×				
	: All Notes OFF	○				(123)
	: Active Sense	○				
	: Reset	×				
Notes						

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO

○ : Y
× : N

Function ...		Recognized				Remarks
		Upper	Lower	Pedal	Program	
Basic Channel	Default	1	2	3	1	
	Changed	×	×	×	×	
Mode	Default	3	3	3	3	
	Messages	×	×	×	×	
	Altered	×	×	×	×	
Note Number	: True voice	0 — 127 33 — 96	0 — 127 33 — 96	0 — 127 33 — 96		
Velocity	Note ON	×	×	○		
	Note OFF	×	×	×		
After Touch	Key's	×	×	×		
	Ch's	×	×	×		
Pitch Bender		×	×	×		
Control Change						
Prog Change	: True #				0 — 3	Program Registration
System Exclusive		×				
System Common	: Song Pos	×				
	: Song Sel	×				
	: Tune	×				
System Real Time	: Clock	×				
	: Commands	×				
Aux Messages	: Local ON/OFF	×				(123)
	: All Notes OFF	○				
	: Active Sense	○				
	: Reset	×				
Notes						

Mode 1 : OMNI ON, POLY Mode 2 : OMNI ON, MONO
Mode 3 : OMNI OFF, POLY Mode 4 : OMNI OFF, MONO

○ : Y
× : N